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/\* Lab 2 Question 9 \*/

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/\* This Program displays an even or odd number \*/

/\* using a switch statement. \*/

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#include<stdio.h>

int main()

{

//Declaration

int num;

//Data/Input

printf("Enter a number between 1 to 10: ");

scanf("%d",&num);

//switch statement to determine if even or odd.

switch (num)

{

case 1:

printf("You entered %d. That is an odd number.\n", num);

break;

case 2:

printf("You entered %d. That is an even number.\n", num);

break;

case 3:

printf("You entered %d. That is an odd number.\n", num);

break;

case 4:

printf("You entered %d. That is an even number.\n", num);

break;

case 5:

printf("You entered %d. That is an odd number.\n", num);

break;

case 6:

printf("You entered %d. That is an even number.\n", num);

break;

case 7:

printf("You entered %d. That is an odd number.\n", num);

break;

case 8:

printf("You entered %d. That is an even number.\n", num);

break;

case 9:

printf("You entered %d. That is an odd number.\n", num);

break;

case 10:

printf("You entered %d. That is an even number.\n", num);

break;

default:

printf("Invalid, please enter a number between 1-10.\n");

}

return 0;

} //End function main//

/\*

Test run 1

Enter a number between 1 to 10: 5

You entered 5. That is an odd number.

Test run 2

Enter a number between 1 to 10: 7

You entered 7. That is an odd number.

Test run 3

Enter a number between 1 to 10: 8

You entered 8. That is an even number.

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